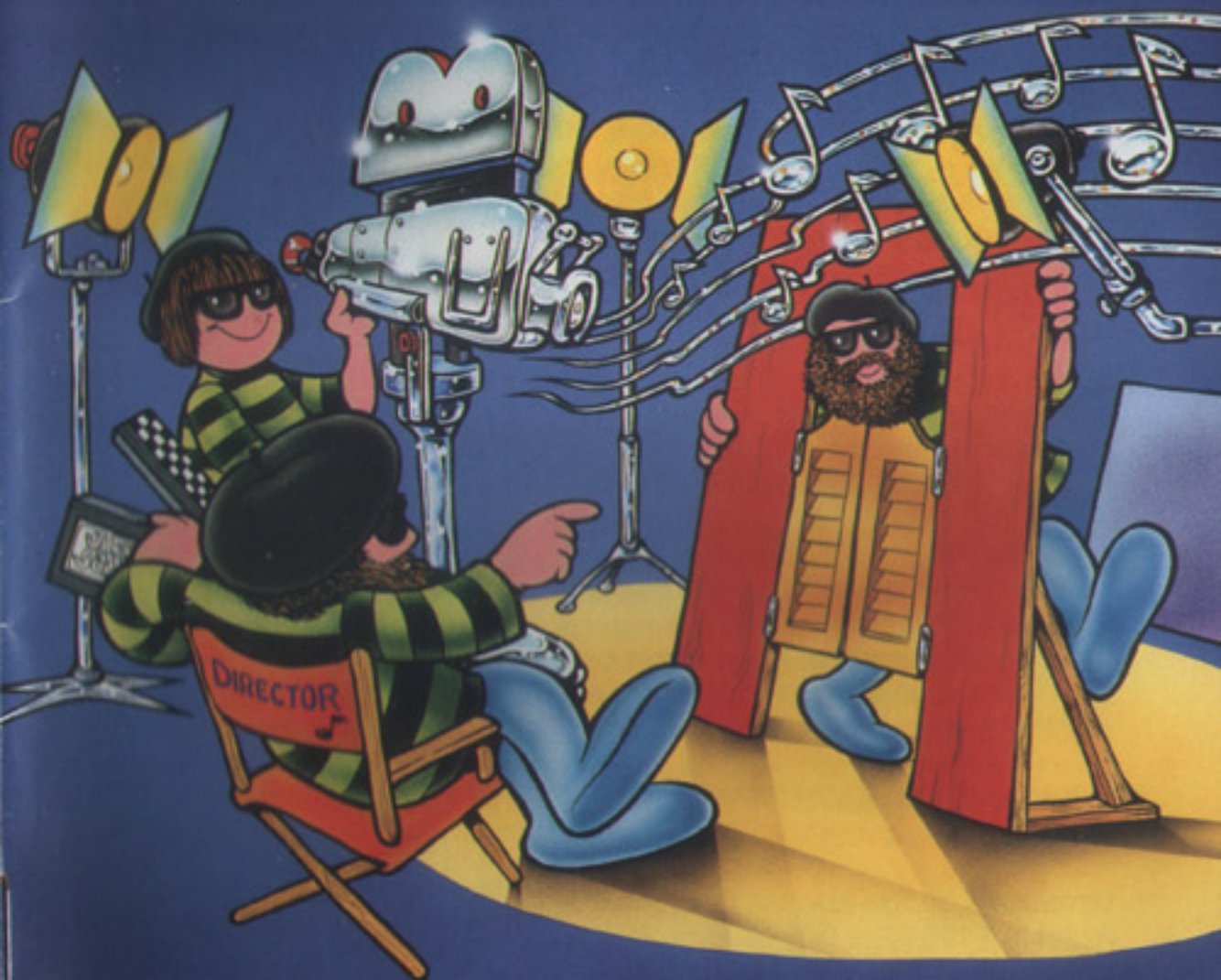A Jazz Scats
Interactive
Musical Activity

# MOVIE MUSICAL MADNESS

You're the writer, composer and director
on the set of your own Hollywood production!

**CBS SOFTWARE**

# S ETTING UP YOUR COMPUTER

Following manufacturer's instructions, hook up your computer to a monitor or TV. If you are using a disk or cassette product, make sure your disk drive or program recorder is connected.

## For Cartridge:
1. Plug the program cartridge into your computer's cartridge port. For computers with two cartridge ports, use the left one.
2. Turn your computer and monitor on.
3. Adjust the volume on your monitor.

## For Commodore 64™ Disk:
1. Insert the program disk into the disk drive and close the drive door.
2. Turn your computer and monitor on.
3. Adjust the volume on your monitor.
4. Refer to instructions on disk label for booting the disk.

## For Cassette:
1. Insert the program cassette into the program recorder following cassette label instructions.
2. Turn your computer and monitor on.
3. Adjust the volume on your monitor.
4. Refer to instructions in cassette case for loading the program.

**MOVIE MUSICAL MADNESS requires the use of a Joystick Controller.**
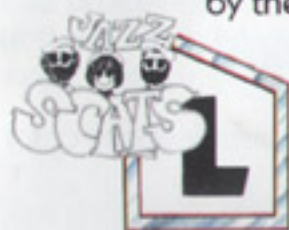Be sure to plug a Joystick FIRMLY into your computer's first Joystick port.

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"We wear dark shades and be-bop hats and we're known by the name of the Jazz Scats!"

# ights! Camera! Action! MUSIC!

**Greetings from Tinseltown,** all you cool cats! I'm Mr. Chrometone and I hang out with those far-out flikniks, the Jazz Scats! I'm here to help you get started in a great new Hollywood career. Believe it or not, **you're going to be a motion picture producer!** And on top of that, you're going to be a **director, composer** and **chore-ographer,** too! And Chrometone's here to tell you how! Trust me, baby!

**You** set the scenes, **you** choose the stars and **you** compose the musical score!

Now, about my buddies, the Jazz Scats—Swivel Hips, Wahoo and Mr. Bassman. They're a lively trio that travels the world in search of musical entertainment. The Scats have even made a record for you, explaining—in music—how to get started.

Take it from Chrometone, Movie Musical Madness is crammed with a wide variety of musical themes which can be assembled, or composed, in hundreds of thousands of ways. Composing music for movies is called "scoring" and it's a major part of the creative challenge since the music you select determines your plot. The results are often strange, most of the time funny, always entertaining and, most important, they're yours! Now, let's get into all the details you'll need to know to make your own movies with Movie Musical Madness!

# 1. ◆ Load Your CAMERA

You can film your movie in either classic black-and-white or flashy color.
Such a deal!

# 2. ◆ Select Your STAR

After you've loaded your camera, you get to pick one of the Jazz Scats
to star in the first scene of your production! Use your Joystick to move
the star-cursor over the Scat you want. Hit the Joystick button and
you've just negotiated the fastest contract-signing in Hollywood history!

With every new scene you shoot, you'll have the opportunity to select a
new Jazz Scat star or keep the one you've already selected. But please
be sensitive to the Scats' feelings as actors. Otherwise, they might go on
strike!

# 3. ◆ Pick Your PROPS

Props are what you use to decorate your set and create the details of
your scene. You start with an empty sound stage and use props to
transform it into any background you want—a busy city, a steamy
jungle, a strange planet . . . wherever your imagination takes you. Movie
Musical Madness has a wide variety of props from which to choose. The
three kinds of props you can use are:

**Animated Props—**
these props feature moving parts and stay where you
put them. Examples: a madcap cop, a moon lander,
a nasty villain, a lovable puppy.

**Moving Props—**
these props continuously move across your movie
set when your scene is set in motion. Examples: a
way-out witch, a train, a robot, a groovy ghost,
a good old-fashioned starship invasion.

**Stationary Props—**
these props stay where you put them and do not move. Examples: a
city skyline, palm trees, bricks, a fence, castle towers and doors, a
piano. **You can build larger props by combin-
ing groups of smaller props.** For example: a
grove of palm trees, a wall of bricks, a complete
castle of your own design.

**Animated props**          **Stationary props**          **Moving props**
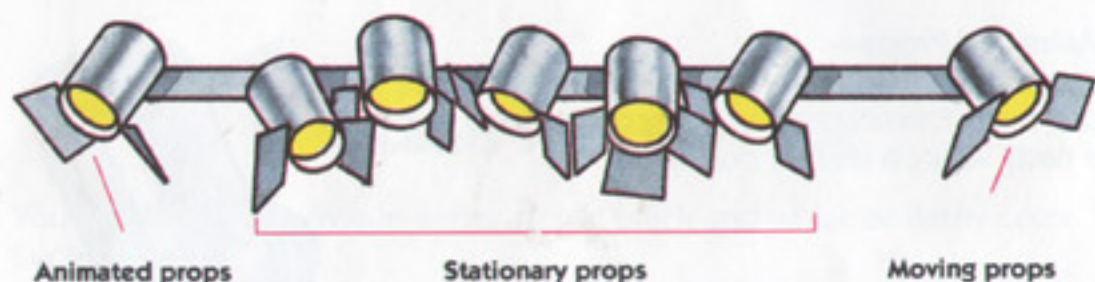
The top row of movie lights on your screen is actually a "menu" of props. The light in the upper left corner gets you animated props. The light in the upper right corner gets you moving props. The lights in-between get you stationary props. To select a prop, use your Joystick to move your cursor onto the light you want and press the Joystick button. A prop will appear on the center of your screen. If you want to keep the prop, just use your Joystick to move it where you want it and press the Joystick button to lock it into place. If you don't want the prop, press any key on the computer keyboard and that prop gets hauled off to the storage room! Now who ever said set design was so tough? Not Chrometone!

**You can use either one moving prop or one animated prop per scene.** When you do so, the upper left and right lights will fade out. You may use up to 15 stationary props per scene.

**IMPORTANT:** Remember that those props first enter the scene on the center of your set. If you decide to keep a prop, be sure you move it **someplace** before picking another one or else the new prop will pop right on top of the first one. Ol' Chrometone here used to mess up like that all the time . . . which explains why I'm announcing and not directing!

If you like, you don't have to use any props at all on your set. Those Jazz Scats are such true performers (and hams) that they'll act and dance all by themselves if you want them to!
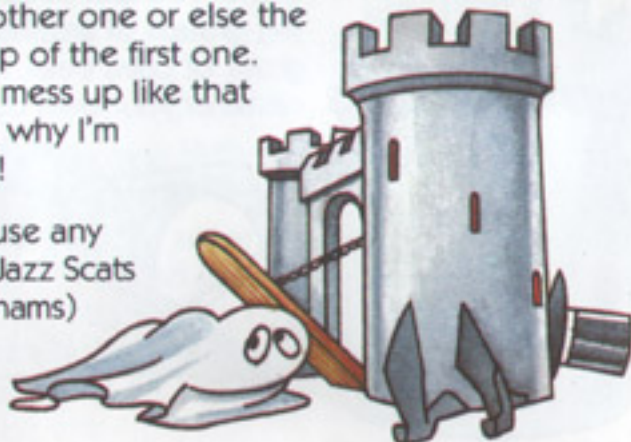
# 4. ◆ Choose Your MUSIC

The bottom row of movie lights is a "menu" of the many forms of music you can preview before laying one into your soundtrack. After you've selected your star and picked your props, use the ol' Joystick to move on down to the bottom row of lights. Choose one of these guys, hit the Joystick button and listen to your first piece of music.

If you like it, then you've just composed the first part of your sound-track to accompany your first scene. If you don't like it, just press one of the keys on the computer keyboard to get rid of it and then move on to another light. Those Jazz Scats have a ton of different musical styles up their sleeves!

When you finally settle on a tune you dig, press the Joystick button again to lock it in. Then press START on your Atari® computer or f7 if you're using a Commodore 64™. Now you're all set to begin the most creative and challenging aspect of your new career . . . **acting!**



## ACTION!

You're the director! As soon as your music begins to play, use your Joystick to direct your Jazz Scat star anywhere you want. But those Jazz Scats do more than travel. They're professional actors, don't you know! In fact, you can make 'em do just about anything by giving them commands via the top row of keys on your computer keyboard. Here's a look at which key does what:
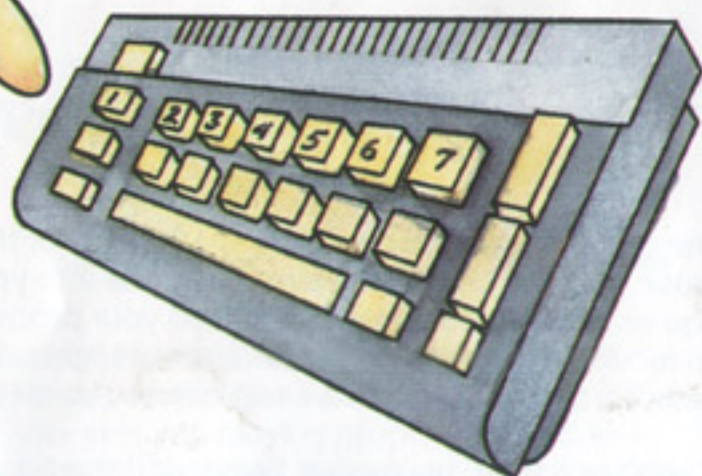
**1**   Float

**2**   Sit Left

**3**   Sit Right

**ANY OTHER KEY**   Return to Normal Walk

When the music ends, your first scene is over and it's time to take five (or ten, or twenty, or nothing)! But the neat thing about Movie Musical Madness is that you can make your movies almost any length you want.* At the end of the scene you can either a) **start shooting your next scene** immediately, b) **call up the "rushes"** to see the fruits of your labors so far, c) **reshoot a scene** if you think your fruits are rotten, **or d) end your movie.**

*ABOUT MOVIE LENGTH: Movie length is determined by the amount of action used in each scene of your production. The less action, the greater the maximum number of scenes for your movie. When you see the message "wrap it up" on your screen, your computer is letting you know that you have one scene left to film after which your movie will automatically end.

If you want to start shooting your next scene immediately, just repeat all the steps explained so far, starting with selecting a new Jazz Scat star (remember: be kind).

For the other options, you have to call up your **CLAPSTICK** by pressing SELECT on your Atari computer or f5 on your Commodore 64. When the Clapstick appears, use your Joystick to select the option you want and press the Joystick button.

## **R** USHES

As a distinguished member of Hollywood's elite film production corps, you can "call up the rushes," which is filmdom's term for reviewing each day's shooting. Here, rushes give you an instant replay of your movie while you're still making it! After reviewing your last scene, you can continue filming your next scene or order a retake of your last scene.

## **R** ETAKE

If your last scene is so bad that it makes you want to pursue a career in radio, or if you just want to make some minor improvements, then you can order up a retake. Once you select this option, your last scene ends up on the cutting room floor and the cameras begin rolling right where you started from.

## **T** HE END

Fin. Finis. Th-th-th-th-that's all folks! Press OPTION or f3 and get set for the grand finale—your entire production from start to glorious finish.

Just think, up 'til now you had to be a millionaire film producer to make electronic animated productions. They were the only guys who could afford all the fancy equipment. But leave it to the Jazz Scats (and yours truly, Mr. Chrometone) to make it easy for you to join the ranks of Hollywood's finest! Like I always say, who ever said computers and creativity were worlds apart? Not Chrometone!

# THE DOVETAIL GROUP

The creative and technical force behind the Jazz Scats, The Dovetail Group brings their extensive backgrounds in educational and commercial television, music composition and performance, and film and theatrical production to the computer software arena. Dovetail president Gerri Brioso garnered a 1983 Emmy Award for Outstanding Achievement in Children's Programming, Graphic Design for her work on Sesame Street. Ms. Brioso, along with Dovetail music directors Richard and Paul Freitas, also received Emmy nominations for music composition and direction in children's programming. Any resemblance of this talented trio to the Jazz Scats is purely intentional. Peter Sauerbrey, the voice of Mr. Chrometone, is best known for his work with the American Broadcasting Company, serving as creative consultant and writer on a myriad of projects, most notably the award-winning children's television series, "Animals, Animals, Animals."

# **N**OTICE

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Subject to those limitations, the purchaser of this equipment is granted a paid up non-exclusive license to use its software on one host computer.

# MORE JAZZ SCATS™ MUSICAL ACTIVITY PROGRAMS FROM CBS SOFTWARE:

## COCONOTES™

Three great ways to have fun with music in which you catch notes, create melodies and fish for tunes! By fishing for floating notes off a tropical isle, you and your computer compose millions of musical compositions. Select your own accompaniments to your merry melodies and watch out for the note-eating Mr. Cool Clam!

## HALFTIME BATTLIN' BANDS

A challenging test of musical style, speed, and strategy! As Drum Major, it's up to you to create your own marching tunes and formations as you try to outwit your rival. The upbeat combination of music, fun and skill challenges memories, instills a keen sense of musical awareness and makes this program something to really cheer for! Rah!

## CBS SOFTWARE